
SNS-HZ-USA
HYPERZONE™
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INSTRUCTION BOOKLET

HYPERZONE™

Care of Your Game

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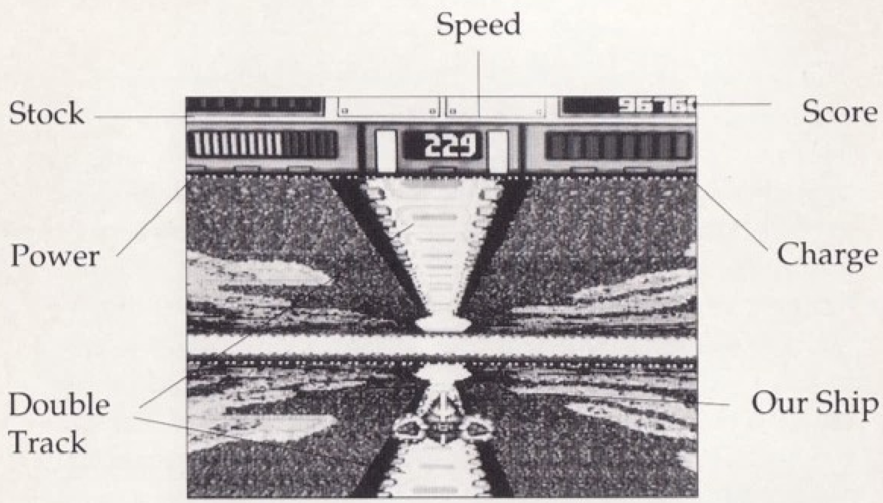
The Story of HyperZone

The human race has never learned the obvious lessons. Ignoring warnings about population growth, conservation of natural resources, and the dangers of chemical and nuclear waste, the inhabitants of Earth have reached the point where the human and animal life are unable to survive on the surface of the planet. Pitched battles over inhahitable land and border skirmishes over control of vital food-producing areas have broken out over most of the surface of the Earth. Chaos reigns.

The Earth Council has decided that there is only one solution - colonization of as-yet untouched and uncharted areas. The asteroid belts between Mars and Jupiter, hostile to most humanoid life forms, come under close scrutiny. Damaged by radiation from past wars, and treated as a dumping ground by most of the inhabitants of the Solar System, the combination of chemical, biological, and nuclear leftovers has bred a civilization of half-organic, half-mechanical beings that must now be conquered if mankind is to save itself. It's mankind's last hope .....

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Layout of the Screen



Explanation of the Screen

- **Stock** The number of ships remaining (not including the current ship). You start the game with three ships. Certain point levels will earn you extra ships.

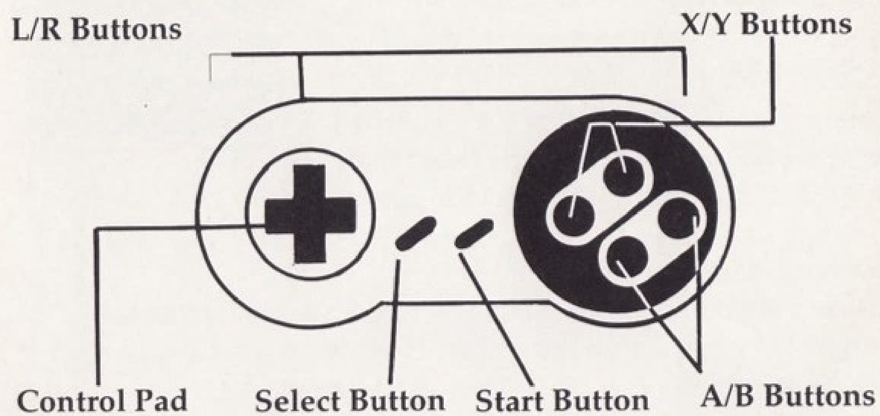
- **Score** Shows your current score. Keep a close eye on your scòre - reaching certain point levels will earn more powerful weapons. (See page 10 for point levels).

- **Power** Displays the amount of power remaining in your ship. If it starts getting low, start looking for a Power Zone.

- **Speed** Displays your current speed. You can reduce your speed by braking, but continuous braking will eat up energy.

- **Charge** Shows the current level of your Hyper Blast weapon. Recharge time varies from ship to ship.

Use of the Controller



- **Control Pad** Used to move your ship left and right, or up and down. Control depends on whether you selected Normal or Reverse as a control mode at the title screen.

- **Select Button** Used to move the cursor to make selections on the opening screen.

- **Start Button** Used to start the game. During game play, pushing the Start Button will pause the game.

- **B, X or L Button** Used to slow your ship (If you use your brakes too much your ship will suffer damage quickly). You can use the L and A Buttons together to brake and shoot at the same time.

- **A, Y or R Button** Used to fire normal shots and, in later stages, used to fire Hyper Blasts.

Getting Started



Normal and Reverse Controls

Normal Mode
Pushing the upper arm of the Control Pad raises your ship, and pushing the lower arm causes your ship to lose altitude.

Reverse Mode
Makes the controls of your fighter operate like airplane controls - push up on the Control Pad to go down, and push down to climb.

Layout of the Control Panels

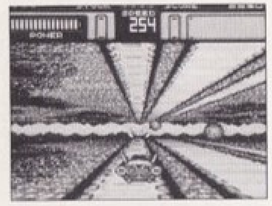
Each new ship you get has a slightly different control panel, but the functions remain consistent. The sections are:

Power Gauge The Power Display will show your energy level. When your ship's energy drops to four units a warning buzzer will sound. As your level drops, different warning displays will appear.

Stock The number of ships you have left. As you reach certain point levels you will receive extra ships.

Speed Speeds of up to 448 parsects are possible in HyperZone. Ultra-high speeds will not improve your score, but going too slow will cut your energy level fast.

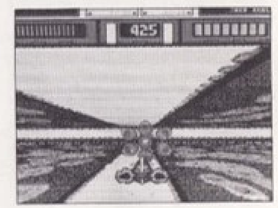
Score Displays your current score. The number of points you get depends on your energy level - keep your level up.



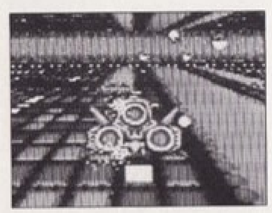
Power Zone

Scattered along the road are blue-green areas containing panels that will restore your energy level to full power and repair any damage done to your ship. Keep a close eye on your energy level - sometimes you can sacrifice some energy and crash into a powerful enemy if you know a Power Zone is nearby.

Bosses



Each area is protected by a final Boss in control of the area. Defeating each Boss will clear an area and let you go on to the next level. Each Boss has different characteristics, patterns of movement and defenses suited to the area he controls. So watch your Energy level, charge up your weapons, and keep your guard up!

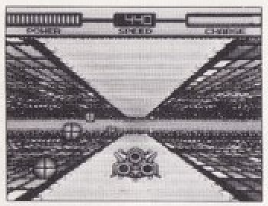


Off Track

Four-wheelin' in this game won't get you very far! Going off the track into areas of radiation will light up your ship with a layer of sparks. You'll lose lots of energy, and it will put your ship out of commission in no time. Sometimes it's worth going off the track to get around a tough enemy, but get back on as fast as you can. Keep an eye on the horizon, and watch for dead-end track sections.

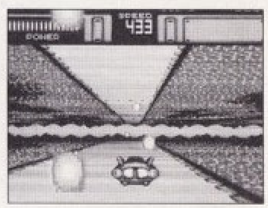
The Areas in HyperZone

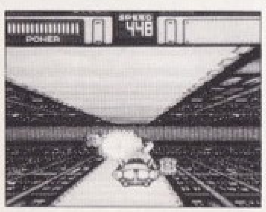
In the quest to make the asteroid belt safe for human habitation, you will be travelling through some unusual areas. Each asteroid in the HyperZone belt has dangers and characters not found in other parts of the Galaxy. Below we'll give you a brief overview of each area, its history and role in the function of thè asteroid belt.



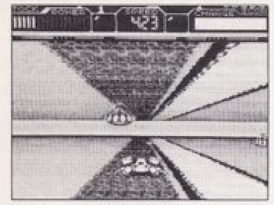
The Material Factory is the current capital. Materials to be recycled are brought here, bundled into cubical containers, and readied for the Hyper-Zone recycling plants.

The Blast Furnace - a searing man-made Sun built on the surface to smelt out materials from waste. A heat-hardened surface on your ship will help to get you through.



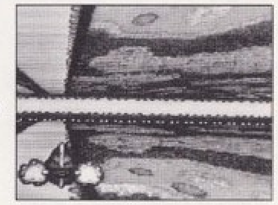


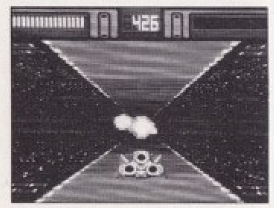
The Old Capital was once a thriving nerve center of the planet, but as pol-lution and toxins began destroying populated areas, the mass exodus to the Material Factory began.



The Ripple Field was once covered with clear blue-green water and sandy beaches. But, after the beach areas were destroyed by toxic chemicals, it became the desolate area you see here.

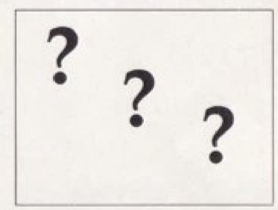
The Grass Land was once an area of unspoiled beauty, but chemicals and radiation have mutated the foliage into giant biological nightmares capable of destroying any ship, including yours!

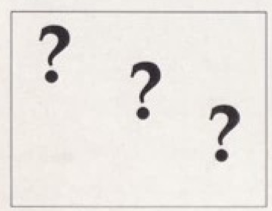




The Neo-Megalopolis, lit up with neon and criss-crossed with tunnels. Above ground, tourists from other as-teroids come to watch battles taking place in other sections of the Galaxy.

The Bio Plant - where secret research in microbe and genetic technology is conducted under other-worldly glow-ing pink skies. Unpredictable energy patterns are everywhere here.





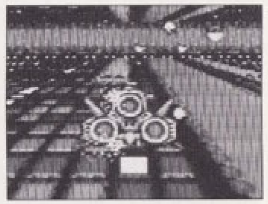
The HyperZone - Final Area When you've defeated all these areas, you will be dropped into the center of the HyperZone. You'll need all your tricks and techniques. Good Luck!

Ship Upgrades!

When you accumulate enough points to get an upgraded ship, you take possession of it at the beginning of the next level. Your old ship will land at the beginning of the next level, and you transfer to a new ship.

BM 4

You start the game with this ship. It only has the basic gun, no special weapons, so speed is the real weapon here!



H Wing

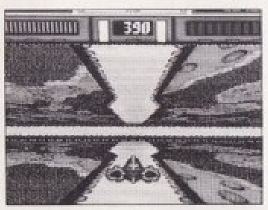
A small ship, but a little better equipped, with a little more punch. With this ship you get your Hyper Blast weapon. You need 30,000 points to get this ship.

P - 7

Another step up. When you get this ship you get a stronger Hyper Blast weapon. 60,000 points .

RW 91

Sleeker and more nimble, the P 7's Hyper Blast weapon will spread out in a wide corkscrew shape. 80,000 Pts. to land this one.

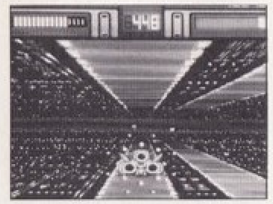


X 003

Using this ship, you can leave the course without losing any speed, but you'll lose energy. 140,000 pts.

BM 4 Reform

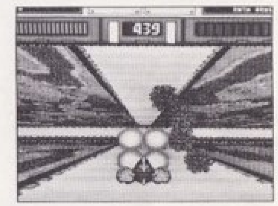
With a BM 4 shape and X 003 characteristics, the BM 4 Reform ship charges up its Hyper Blast weapon quickly.



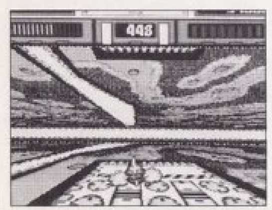
Blast Weapon

Once you have your second ship you will be able to start using the Hyper Blast weapon. Hold down your A Button to charge up, wait until your Charge display lights up all the way, then release your A Button to let it fly. As you build up your class of ships you'll get Blast weapons of different strengths and patterns.

The Track



The HyperZone course is made up of two tracks in mirror-image. You have to keep your ship between the two tracks if you want to keep your energy level up. Keep your eyes open all the time - sometimes the track will split into two or three lanes, or gaps will appear, or the track can dead-end without warning.



Dead Ends

Scattered along the road are blue-green areas containing panels that will restore your energy level to full power and repair any damage done to your ship. Keep a close eye on your energy level - sometimes you can sacrifice some energy and crash into a powerful enemy if you know a Power Zone is nearby.

Game Play Counselors' Tips

There are a few tips that our Game Play Counselors have come up with that might help to play HyperZone.

- If your energy is low and you find a Power Zone, don't fly through it at top speed. The more time you spend over the Power Zone the more energy you'll be able to collect. If you keep your brakes on continuously your energy drops fast, but if you time it right you can put on your brakes, hold them long enough to refuel, then get up to speed before you start losing energy.
- There will be times when you want to put on your brakes to get around an obstacle, but there are enemies approaching that you want to take out. When this happens, put on the brakes with your right hand and shoot with your left hand on the L Button.
- There are times when it's to your advantage to run off the track and lose energy rather that going up against an enemy you can't defeat and lose a ship.

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HyperZone

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